

# FILM AND TELEVISION (FTV)

## Courses and Descriptions

### FTV 135 Filmmaking I 3 Credits

Filmmaking I introduces students to basic film and television production theories, techniques, and applications. Students will gain competency in a number of production areas including composition, lighting, filmic storytelling, sound, production planning and editing. As well as gaining practical production experience, students will also be introduced to basic art theory in relation to composition and visual storytelling.

### FTV 202 Global Film & Media Industries 3 Credits

An introductory survey of the international film and television industry that will provide students with a global perspective of this ever-evolving industry. First, providing a basic foundation of key historical, economic and cultural factors and initiatives impacting and shaping films and television programs, this course will provide students with the tools to better understand the influence that globalization has on the film and television industry and the impact the products of this industry may have throughout the world.

### FTV 221 Animation: History, Art, Industry & Culture 3 Credits

An introduction to the history of animation in film and television, this course will explore animation as art, industry, and purveyor of culture. Through this course, students will gain a greater appreciation for aesthetics, technology, and the cultural and communication theories impacting and influencing the genre, and gain a greater understanding of the role played by key individuals and companies in the development of both iconic characters and in the shaping of an industry. Students will view a variety of important animated films and television programs and discuss the artistic, technical and narrative developments in animation from the early 20th century to the present. This course will provide students with a more nuanced understanding of the magic of animation and its impact and influence on culture and society throughout the globe.

### FTV 230 Foundations of Film, Television and Radio 3 Credits

Examines film, television and radio industries, the programs they create and the powerful role they play in society. This course will examine the history, technology, structure, programming and regulation of these industries including issues, trends, and the impact of new and evolving technologies.

### FTV 231 Film and Television Special Studies 1 Credits

Course descriptions will vary from topic to topic. This course will be offered Pass/Fail.

### FTV 235 Filmmaking II 3 Credits

This course will build on the basic technical proficiency gained in COM 135 as applied to narrative filmmaking. Working as individuals and in groups, students will develop skills in narrative cinematic storytelling, and gain a basic proficiency in filmmaking theory, techniques and applications. Students will gain competency in a number of production areas including idea generation and scripting, production planning, cinematography, lighting, sound and editing.

**Prerequisite(s):** COM 131.

### FTV 236 The Aesthetics of Filmmaking 3 Credits

Introduces general students (other than FTV majors or FMS minors) to a greater appreciation of film art and the various generic and artistic approaches adopted by noteworthy filmmakers through the course of film history. Through film viewing, class discussion, readings, essay writing and creative responses, students will learn how formal choices in cinematography, production and sound design, screenwriting, and acting shape cinematic themes and atmosphere, while forging viewer identification and eliciting emotional response. Among readings will be those on introductory film theory, key works of film criticism, interviews with filmmakers, and scholarship on the aesthetics and ideological underpinnings within various film genres and in the work of selected filmmakers.

### FTV 238 Screenplay Fundamentals 3 Credits

Screenplay Fundamentals will instruct students in how to write for the screen. Students will learn how to convey story and character through the medium of film and television, how to write effective dialogue, and understand the basics of dramatic writing and scene structure.

**Prerequisite:** COM 131.

### FTV 239 YouTube: Content and Culture 3 Credits

YouTube, one of the most well-known and widely discussed examples of participatory media in the social media environment, is the first generally popular platform for user-created video. Blending theory and practice, this course examines the social, cultural, economic, and political implications of YouTube; the empowerment and pitfalls of the user-generated content it relies on; and the implication of the participatory media which has transformed passive viewers into active producers. Students will learn the historical roots of YouTube, become familiar with modes of media production, and study legal, ethical, and social justice issues related to the creation of channels and videos for YouTube. While the course has a significant theoretical component, students will engage directly in participatory practices by designing and creating course related content for YouTube. Through this course, students will gain a critical understanding of and a greater appreciation for the impacts of user generated video content on social and political participation locally and globally.

### FTV 241 Sound Design 3 Credits

This course is an introduction to sound design and editing for film, television and game design. The course examines the use and placement of sound and music in visual media from both an artistic and technological perspective, and discusses how sound and music might be used to convey meaning, enhance and strengthen visual elements, provide narrative cues, create a sense of depth and place, focus attention on actions and provide structure and ambience to the visual. Along with covering the basics of sound recording, microphone selection and use, and mixing techniques, topics such as ADR (Automatic Dialog Replacement), Foley, sound and music synchronization and sound in post-production are covered. Numerous examples of sound design for film, television and gaming will be analyzed and discussed in class.

**FTV 243 The Actor and Filmmaker 3 Credits**

A practicum course that instructs the student on how actors and directors work together to build a performance. The course will provide on-hands experience in technical aspects of behind and in front of camera processes in capturing an actor's performance, exploring the demands and particularities of acting for the camera. This course will also serve as an introduction to basic acting theories and practices as they relate to how actors work to express a character onscreen. Elements of this course include monologue and scene rehearsal and performance (both multi-camera and single camera), audition techniques (for both actors and directors), and how film directors block and cover a scene. Students will gain experience both behind and in front of the camera.  
**Prerequisite(s):** COM 131 or FTV 135 for Film/TV majors or THE 110 for Theater majors.

**FTV 250 Television Studio Production I 3 Credits**

This introductory course is designed to expose students to the processes, equipment, production roles, techniques and goals of in-studio television production. Serving as directors, writers, on-camera hosts, etc., students will gain valuable, direct hands-on experience with the technical and creative challenges faced during the various phases of studio production from pre-production planning through actual remote and live studio work. Emphasis will be placed on studio operation and technology; the roles and responsibilities of the production crew; and the pressures faced during the direction of live, multi-camera productions.  
**Prerequisite(s):** COM 131 or FTV 135.

**FTV 261 Television: Past, Present & Future 3 Credits**

This course will survey television from its early days through the modern digital eras and examine how historically specific social, cultural and economic forces have influenced and shaped content, regulation, technology, audiences, the industry, and society itself. From the early days of Live TV and the advent of programming genres, through the New Golden Age of Television in the modern era, this course will provide a critical framework for better understanding of how various factors have interacted to shape the development and evolution of television broadcasting and allowed television to become a significant and influential socio-cultural institution.

**FTV 282 Solo Filmmaking 3 Credits**

Solo Filmmaking takes an individual/DYI approach to all aspects of filmmaking. Over the course of a semester, students will do it all on a solo short film project: conceive an idea, write the script, run all aspects of pre-production (casting, location scouting, shot listing, production design), perform all technical sides of production (scheduling, directing, sound recording, cinematography) as well as post production (editing, color, sound mix). Designed for the fiercely-independent student, this course is of value to the experienced and inexperienced filmmaker alike.

**FTV 291 Documentary Film and Video 3 Credits**

Surveys the history of documentary film, including reportorial, exploratory, persuasive, symphonic, compilational, reflexive, and fictional traditions through screenings, lectures, and readings. Provides practice in film criticism. Explores philosophical questions about the relationship between non-fiction films and videos and the reality they purport to record. Analyzes ethical problems of filmmaking.

**FTV 295 Cinematography I 3 Credits**

This course introduces the art of cinematography from historical, aesthetic and practical perspectives. Students will learn the principles of cinematic composition, lenses, lighting, and camera operation while studying the work of great cinematographers in film history.  
**Prerequisite(s):** COM 131.

**FTV 305 Editing and Post-Production 3 Credits**

This course covers the theories and principles of editing and post-production processes for film, television, and digital media. Through exercises and assignments, students will be introduced to editing as both a technical process and an artistic endeavor. Students will learn editing theory, the technique and workflow of picture and sound editing, basic post-production terminology, editing rules and how to break them, editing aesthetics, color timing, and color correction. Strong emphasis will be placed on the technical, analytical, and practical techniques necessary to further creative expression.

**Prerequisite(s):** FTV 235.

**FTV 328 Sitcoms and American Culture 3 Credits**

Provides an overview to the unique and highly structured form of the American television situation comedy. The primary focus will be on history and development with in-depth study of situation comedy themes, characters, and settings. Through lectures, case discussions, in-class assignments, and class projects, students will examine the social and cultural meanings and implications of this incredibly popular and durable genre of programming.

**FTV 330 Documenting Cultures Through Travel 3 Credits**

Offers students, through travel and study, a unique opportunity to gain firsthand experience of a different culture and to learn how to record and document their experiences using multiple media, including print, audio, video, photography and/or the Web. While traveling, students will be required to attend lecture/discussion sessions, site tours, and other planned activities. This experience will be preceded and/or followed by additional academic work to be conducted on campus. Study topics may include aspects of the historical, social, economic, political and aesthetic cultural components appropriate to the location(s) to be visited. The travel component of the course will be scheduled to avoid conflict with normal semester offerings. No foreign language skills are required.

**FTV 333 Media Program Development and Distribution 3 Credits**

Critically analyzes the theory, practice, structure, and function of media program development and distribution. Examines the structure of the field as it relates to programming, the industry and audiences. Studies program categories, formats, genres, trends, and audience measurement and analysis as well as the new and evolving technologies responsible for program development and distribution.

**Prerequisite(s):** FTV 230.

**FTV 335 Documentary Production 3 Credits**

This course serves as an introduction to documentary filmmaking. Students will be introduced to a wide variety of documentary styles and approaches and learn the basics of documentary production. Working in teams, students will gain firsthand experience with on-camera interviews, conducting documentary research, using practical and source lighting, scripting, and working with a variety of source material in constructing their own short documentary projects.

**Prerequisite(s):** FTV 135 or COM 131.

**FTV 339 Developing The Feature-Length Script 3 Credits**

Developing the Feature Length Script will instruct students how to write a full-length film or television program. Students will learn the mechanics of 3-act and 7-act structure, and during the course they will develop a logline, synopsis, treatment, and sample scenes of a full-length project.

**Prerequisite(s):** FTV 238.

**FTV 343 Actor and Filmmaker Practicum 1 Credits**

A workshop class designed to give acting and filmmaking students an opportunity to collaborate on narrative film and television projects. During this class students will work closely with the directors on building compelling performances for the screen. Students will gain practical experience with auditioning, blocking of scenes, developing their characters and techniques for working effectively and efficiently with a director and crew.

**Prerequisite(s):** FTV 135 or THE 110.

**FTV 390 Film, Television and Society 3 Credits**

Examines in a topical manner the influence of film and television upon significant issues affecting people and society. May explore important media figures such as directors, producers, and actors, and their importance in these industries. May also explore various genres of narrative, documentary, commercial, music video, web-based, and other types of media production. May be taken more than once with different emphasis.

**FTV 392 Media History: Personalities and Trend 3 Credits**

Presents in a topical manner the history of the media from various perspectives, seeking to place the material into a meaningful economic, cultural, political, and/or social context. Different issues and related individuals are examined, such as the golden age of radio, motion picture economics, and media empire builders, with a view toward understanding their significant impact on the development and functioning of the media today. This course may be taken more than once with a different emphasis.

**FTV 395 Los Angeles Media Experience 3 Credits**

This course is a practical exploration of the workings of the contemporary film and media industries in Los Angeles, California, and is designed as a required compliment for students enrolled in Rider's Semester in Los Angeles program. Focused on both major studios and independent production companies, this course explores how media are created, distributed and consumed in the U.S. and around the world. Students will examine the role of creativity, economics, an ever-evolving technology and the impact they have on how this industry operates today and where it may be heading into the future. The class will stay current by regularly reading trade publications and, through guest lectures, have many opportunities to hear directly from industry professionals about issues and challenges facing the field.

**Prerequisite(s):** POI (restricted to students enrolled in the Department of Film and Television Semester in Los Angeles program.

**FTV 399 The Co-Operative Experience 3-12 Credits**

This course provides a significant work experience to support the professional development of the student and complement theoretical and classroom learning. Students will be assessed based on measures as defined in a placement contract mutually agreed upon by the sponsoring faculty member, the organization representative of the placement site, and the student. Approximately 360 hours of work will be required as students work typically four days per week over at least eight weeks. The proposed placement contract requires departmental approval and the approval of the appropriate office of the dean. It is expected that the Co-op program consume the student's academic load for the semester. Final placement will be determined by the organization where the student will work. Rider University does not guarantee that every student applying for a co-op will earn a co-op placement. Contact the appropriate department for additional information. Prerequisite(s): junior standing and 2.75 GPA at the time of registration; .

**Corequisite(s):** IND 398 The Co-operative Experience Seminar, IND 398 and (dept) 399 combined cannot exceed 15 credits.

**FTV 402 Directing for Film 3 Credits**

This course approaches directing both creatively and critically, and examines the role and importance of the director to the filmmaking process. The transformation of the written script into a film is explored through readings, viewing and analyzing the films of accomplished directors. Lectures and exercises illustrated with film clips and readings emphasize plot development, script analysis, developing storyboards and shot lists, rehearsal, blocking, collaborating with talent and production crew, and using the camera to effectively capture action and performance. Students will gain an effective understanding of the role of the director through the various stages of film production, and be provided the opportunity to demonstrate and cultivate his/her effectiveness as a director through individual and group assignments.

**Prerequisite(s):** FTV 235 and COM 338.

**FTV 435 Filmmaking III 3 Credits**

This is an intensive hands-on course in advanced digital filmmaking. Students will gain proficiencies in a number of filmmaking areas including production planning, aesthetics, scripting, script breakdown, camera movement, selecting and directing talent, creating scenes and sequences, visualizing action, establishing mood and conflict, as well as advanced lighting, sound and digital editing techniques. The students' use of high definition digital imaging systems as a medium for narrative cinematography will be developed and refined. In addition, students will explore how filmmaking techniques and technology can impact the visual storytelling process. Students will work cooperatively in groups, modeling the interdependent structure of professional film crews. Throughout the class, there will be an important integration of theory and practice which will enable students to produce meaningful film projects that will not only be technically effective, but strong in content and context as well.

**Prerequisite(s):** FTV 235.

**FTV 490 Independent Study: Research and Creative Expression 1-4 Credits**

Independent Research and Study allows juniors and seniors in good academic standing to investigate topics of interest under faculty supervision. Projects must be approved by the faculty member, department chairperson, and academic dean no later than the third week of the semester in which the project is to be conducted. Only one project can be scheduled in a semester, and for no more than four semester hours; up to 12 semester hours of independent research and study may be counted toward graduation. Note that individual departments may have additional restrictions.

**FTV 491 Internship in Film and TV 1-4 Credits**

Places qualified students in a professional area related directly to their communication training. Students may intern in a communication position with a corporation, small business, media outlet, public relations agency, non-profit organization, political party, sports organization, or other similar organizations. A minimum of 50 hours of internship per credit is required. Written reports, a final project, and supervisor evaluations are used to analyze and evaluate the experience. For students majoring in the Department of Communication and Journalism only, primarily juniors and seniors. No more than two internships are permitted for each student; exceptions may be made. The deadline for registration is the first Friday of the semester.

**Prerequisite(s):** 3.2 GPA and permission of instructor.